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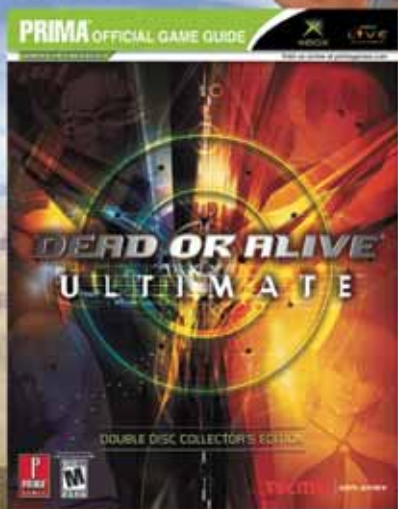
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DEAD OR ALIVE® ULTIMATE™

PRIMA® OFFICIAL GAME GUIDE

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Getting Started

Xbox Live™

Take DOA1U Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your Friends to play, and talk to them in real-time as you play. For games with downloadable content, download new levels, missions, weapons, vehicles, and more to your Xbox® console.

Connecting

Before you can use Xbox Live™, you need to connect your Xbox® console to a high-speed or broadband Internet connection and sign up for the Xbox Live™ service. To determine if Xbox Live™ is available in your region and for information about connecting to Xbox Live™, see www.xbox.com/connect.

Home Theater Systems / Dolby Digital 5.1ch

Dead or Alive ® Ultimate supports Dolby Digital 5.1ch home theater systems. Dolby Digital 5.1ch output requires a compatible Dolby Digital 5.1ch system, including an optical cable, and either an Xbox® Advanced AV Pack or the Xbox® High Definition AV Pack. (Dolby Digital 5.1ch equipment is sold separately.)

HDTV / Progressive Scan 480p

Dead or Alive ® Ultimate supports advanced HDTV technology, and the progressive display format of 480p, which requires a compatible television and an Xbox® High Definition AV Pack. (HDTV equipment is sold separately.)

TIPS

SECRET COSTUMES

Unlock exciting new costumes for Dead or Alive ® characters each time you complete the ARCADE MODE. After a character selection has been confirmed in the characters select menu, use the directional pad to select the character's costume and press the Start or A button to confirm the costume selection. Do you have what it takes to master each character in Dead or Alive ® and unlock all the available costumes?

RAIDOU

Raidou is the boss character in Dead or Alive ® and the last fighter you must defeat in the ARCADE MODE. You will be able to unlock Raidou, a playable character of great strength, and use him in the game once you fulfill secret conditions.

Prologue

A girl catches her breath and stares down at the gathering of warrior gods below.
What she feels is not light, but darkness. Her mind wanders with thought.
She's made it this far...
She's traveled this far...
on just a few clues...
to avenge her brother.
The chance for revenge is near.

The insatiable ambition of the human race has lead to the abuse of scientific knowledge. Foolishly setting up the stage for the extreme battle on the land.
Now, a new Dead or Alive battle is about to begin.

A girl calmly closes her eyes.
She hears the vibration of the colliding power and the uncontrollable, violent melody.

She envisions numerous obstacles set ahead of her.
The shadow waves to the courageous men and the dignified women.

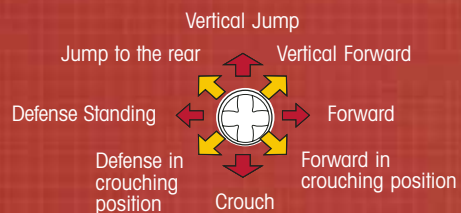
Kasumi, trusting herself...
Throws herself...
into the wind.
Disappearing,
the only thing left,
the whistling noise of the wind.

Basic Controls

Dead or Alive ® 1 Ultimate is designed for use by one or two players. This section describes basic controller operations, based on the DEFAULT controller type and assume the character is facing right.



Directional Pad



- H button = X button, P button = Y button, K button = B button
- arrows indicate that the user should press the button for short length of time.
- arrows indicate that the user should press and hold the button.

To-Sho		Rensui-Tanpa	
Tanho, Kosonzan		Kohoto	
Banchu, Tanho		Kaiho, Yosoku	
Kaiho, Sosui, Soha		Choryo	
Tanpa		Kosonzan	
Sen-Shippo		Kobokuha	
Yosokuha		Ugyu-Haito	
Soha		Yoshi-Saiken	
Toha		Jashutsu-Do	
Keitai, Han-Senpu		Shichisun, Ugyu	
Han-Senpu		Senpu-Zenzo-Tai	
Tenshin-Koshu-Tai		Sokutan-Kyaku	
Sahi-Kyaku		Zenzo-Tai	
Juji-Kao		Unpei-Nichigetsu-Ha	
Kokai-San-Osa		Shin-I-Ha	
Kohaibi	(Low throw)	Saishu	(Against a high/middle punch)
Roshu	(Against a high/middle kick)	Kashu	(Against a low punch)
Kaka	(Against a low kick)	Ryuchobo	(Against a middle kick)
Asshu		Shutai	
Kenchifu	(In Kenchifu)	Kokei	(In Kenchifu)
Kohanshi	(Low hold)	Kosonzan	(From the back of opponent)
Rakushu-Geki	(To opponent on the ground)	Chito-Sho	(To opponent on the ground)
Senpo		Sokuten	
Appeal : Banrakuchi			

GEN FU

Nationality: Chinese
 DOB: Jan 5
 Height/weight: 5'5"/172 LB
 Measurements: 37-40-38
 Fighting Style: Xinyi Lihue Quan
 Occupation: Used bookstore Owner
 Likes: Mabo Tofu
 Hobby: Chinese Painting



Gen Fu may appear to be just a feeble shop owner, but this master of Xinyi Lihue Quan is no one to patronize.

No one knows the reason why Gen Fu recently came out of retirement to enter the Dead or Alive Tournament, nor would anyone guess about the dream that haunts Gen Fu nightly...his granddaughter Mei Linn, lying in her bed in agony...the harsh reality forces him to fight again in order to save his granddaughter's life.



Starting the Game

Game Mode Select

Press the START button at the Title Screen to enter the Game Mode selection screen. Use the directional pad to pick a Game Mode and press the START or A button to confirm the selection.

Character Select

Use the directional pad to select a character and press the START or A button to confirm. Each Dead or Alive ® character has unique costumes. After a character selection has been confirmed, use the directional pad to select the character's costume and press the START or A button to confirm the costume selection.

Rules

1. Criteria for Victory in Battle

The regulations specified below are prerequisite conditions to advance to the next round in one battle. The player that wins the predetermined number of rounds wins the battle and advances to take on another challenge.

- **KNOCK OUT (KO)** When a fighter's health level reaches zero.
- **TIME UP** When the countdown timer reaches zero.
(The fighter whose health is greater wins the set.)

2. Criteria for Draws and Sudden Deaths

A DRAW occurs when both fighters have the same amount of health remaining at TIME UP, or in the event of a DOUBLE KO, in which both fighters achieve a KO at the same time. A SUDDEN DEATH set is created, if, at the same time, both fighters win the number of sets required for victory. The champion of the SUDDEN DEATH set is declared the winner of the battle.

3. Continue

Press the START or A button at the Game Over countdown screen to confirm another challenge. If the game is set to Default Settings, you can change characters before the next fight begins.



REGULAR BATTLE

TIME: This represents how much time is remaining in the round, when the countdown timer reaches zero the fighter with the most health remaining on his or her life gauge wins.

SET COUNT: This represents how many rounds you must fight to win. When you win a round, one dot will be highlighted. When you win the entire battle, all dots will be highlighted.

LIFE GAUGE:

A player is defeated if his or her life gauge drops to zero.



TRAINING BATTLE

COM TYPE: Represents the current stance, or Move Type of the COM opponent. (Example: Standing, Sitting, etc.)

DAMAGE GAUGE: Represents a real-time display of how much damage you inflict upon your COM opponent.

MAXIMUM DAMAGE: Represents the greatest amount of damage you inflicted upon your COM opponent.

Basic Operations

This section explains common movements used by all characters. Refer to the Basic Controls on Page 4 for details on the directional pad and individual buttons. Review the individual character pages, beginning on Page 14, for moves unique to each character. The following movements assume the character is facing right.

Character Movements

⇨⇨ Forward dash ⇨⇨ Backward dash
⇨⇨ Run ← Guard

Down Attack

↑ or ↑

Follow-up Attack

When a character is knocked down, you can execute a follow-up attack. Use P or K button for the follow-up attack, depending on the character. In addition to Follow-up Attacks, some characters have a special attack, which they can use on a grounded opponent.

Down

When your character is down, use the directional pad to get up. If you want to get up quickly, continue pressing several times along with a directional pad key. Certain combinations of directional pad keys and will enable your character to attack as he/she stands back up.

When the character falls toward the background (Z-axis backward): .Press ↑ and press several times in succession.
When the character falls toward the foreground (Z-axis forward): Press ↓ and press several times in succession.
To reduce the down time: Press several times in succession.
To perform a low kick as the character gets up: Press ↓ and several times in succession as the character is getting up.
To perform a mid-kick as the character gets up: Press several times in succession as the character is getting up.

Throws

Each character has his or her own special THROW, when a character is thrown by an opponent, press H and P to avoid falling.



Escaping Combination Throw

Some characters will string together moves and immediately follow-up with a THROW after executing a THROW or OFFENSIVE HOLD. Characters are able to evade a string of THROWS and/or HOLDS by pressing before the next attack is executed by an opponent. This technique can also be used when characters are about to be thrown into the DANGER ZONE. Press to defend against these moves and rebound.



Defensive Hold

button: Defensive hold toward high and mid attacks.
Low button: Defensive hold toward low attacks.

A character can reverse an opponent's attack with this move, giving the character back the offensive advantage.



Hell Needle	↑
Rising Heel Kick	↑
Double Elbow	⇨⇨
Upper Elbow	⇨⇨
Half Spin Heel Kick	⇨⇨
Gatling Knee	⇨⇨
Double Low Spin	⇨⇨↓
Jab, High Kick	
Dancing Rush	
Vulcan Knee Kick	
Devil's Rush	
Spinning Heel Kick	↻
Twister Uppercut	↻
Flying Knee Kick	⇨⇨
Turn Rolling Elbow (Showing the back to opponent)	⇨⇨
Wild Throw	
Beast Fang	↻
Elbow Counter (Against a high/middle punch)	
Punch Through (Against a low punch)	
Knee Strike	⇨
Backward Trap	↻
Hook Elbow (From the back of opponent)	⇨
Burst Needle (Low hold. From the back of opponent) (To opponent on the ground)	↻
Wild Heel (To opponent on the ground)	↻
Appeal : Wave	⇨⇨

Down Elbow	⇨⇨
Double Impact	↻
Inferno Rush	⇨⇨
Half Spin Rolling Elbow	⇨⇨
High-Middle Combo	
Low Kick, Straight	⇨⇨
Sway Blow	↻
Vulcan Elbow	
Low Spin Rush	
Genocide Rush	
Heaven Smash	↻
Spinning Middle Kick	
Rising Knee	⇨⇨
Devil's Uppercut	↻
Turn Spinning Heel Kick (Showing the back to opponent)	⇨⇨
Knee Storm	↻
Neck Hunting (From the back of opponent)	
Knee Counter (Against a high/middle kick)	
Kick Through (Against a low kick)	
Forward Trap	⇨⇨
Lift Nape (Low hold)	↻
Head Crash (From the back of opponent)	⇨⇨
Foot Stamp	↑
Fake Roll	↻

ZACK

Nationality: America
 DOB: April 3
 Height/weight: 6'/172 LB
 Measurements: 41-33-37
 Fighting Style: Muay Thai
 Occupation: DJ
 Favorite food: Ice cream
 Hobby: Pool bar



Reporter: We're here with MR. ZACK who is about to participate in the DOA championship. MR ZACK ...

Zack: Where's the camera? Are you sure you've got my best side?

Reporter: MR. ZACK, uh, that's a little too close to the camera. Great. So I understand that you studied the oriental martial art Muay Thai ...

Zack: Hey man, sorry. You know what I mean? Gotta Go. Thanks for your support. It's gonna be a cool night. The prize is mine.

Reporter: Sir, I ...

Zack: Sorry, man. Be cool. This tournament rocks!



Game Modes

There are seven different game modes. An additional controller is required for 2 player modes.

ARCADE MODE

Play against the computer to advance in the Dead or Alive ® Tournament. Another player can join in the battle at any time by pressing START on controller two. Once the two player battle is over, the winner will remain to fight the next tournament opponent. (1 – 2 players)



DOA ONLINE MODE

Challenge other fighters from all over the world via Xbox Live™. See Page 10 for information on Dead or Alive® Online Mode. (1 player)

TIME ATTACK MODE

This mode is about non-stop action, your score is calculated by the time it takes you to clear the game. Time Attack Mode is only played using the default difficulty settings and number of rounds. (1 player)

UPLOADING CLEAR TIME

You can upload your score via Xbox Live™ and to the World Ranking. The World Ranking will feature player Clear Time for Normal Mode and Burst Mode (See Page 10 for information on Dead or Alive® Online Mode.)

VERSUS MODE

This mode allows players to fight against each other. There is no limit to matches you can play. (2 players)

SURVIVAL MODE

Use one life to fight against an onslaught of computer controlled opponents until your health is completely depleted. Change the degree of difficulty and the number of rounds in the Options menu. After each battle some of your health will be restored. (1 player)

KUMITE MODE

Fight against 30, 50, or even 100 computer controlled opponents. The object of this mode is to earn big points, beating the opponents as fast as possible. (1 player)



TRAINING MODE

Be fearless to become flawless by training to develop your fighting skills against the computer controlled opponent, which will not attack back unless directed to do so. You can direct your computer opponent to execute a specific move and practice to guard against the attack in battle, or master throws and defensive holds. This mode has no time limits. To exit Training Mode press START and a menu window will pop-up where you can select from the following options:



EXIT MODEFinish the Training Mode
 COM TYPE SELECTTo change the computer's "Move Type" or Stance
 STAGE CHANGETo change the arena
 COMMAND LISTTo display the current character's move list
 TO CHARACTER SELECT ...To go back to the Character Select Screen
 EXITExit the menu and return to the Training Mode

Option Settings

Select OPTIONS from the Game Mode select screen to adjust game settings.

A button / START button	Confirm / Go to the next screen
B button / BACK button	Go back to the former screen
Directional Pad (Up and Down)	Scroll through the list
Directional Pad (Right and Left)	Change the contents of the list

ATTENTION

- Colored item represents its default setting.
- Selecting "DEFAULT" in the menu screen returns all the settings to default. Select "EXIT" to exit the menu screen.

- GAME CONFIG:** sets the level of battle, time limit, etc.
 - LEVEL Adjust the difficulty of computer opponents.
 - 1P LIFE GAUGE Adjust the life gauge of Player Two.
 - 2P LIFE GAUGE Player 2's life gauge adjustment.
 - SET TIME Sets the time limit per battle.
 - MATCH POINT Adjust the number of rounds in a battle.
 - QUICK SELECT Adjust the timer at Character Select screen.
 - SELECT AT CONTINUE Adjust the ability to change characters at the Continue screen.
 - BOUNCING BREAST
 - KEY CONFIG Sets button functions. Use the UP/DOWN directional pad to cycle through the buttons.
- AUDIO CONFIG:** sets sound.
 - BGM VOLUME Sets the music volume of background music during battles.
 - VOICE HISTORY Sets the voice of each character.
 - VOICE VOLUME Sets the volume of character's voice.
 - SE VOLUME Sets sound effect volume.
 - BGM TEST: Allows you to sample the music options available. Press A to hear the sample.
 - VOICE TEST: Allows you to sample voices. Press A to hear the sample.
 - SE TEST: Allows you to sample the sound effects. Press A to hear the sample.
- ???? ?????** Surprise !?
- RECORDS:** View statistics of each Game Mode.

Halotsu	⇌
Amatsuki	↑
Hagen-Shu	↑
Soku-Zanlo	⇌
Ryuso-Kyaku	⇌
Kusen-Zangeki	⇌
Sho-Ren-Dan	⇌
Seiken, Jodan-Geri	⇌
Kushin-Geki	⇌
Chisen-Kyaku	⇌
Jisuberi	⇌
Jinpu-Ren-Geki	⇌
Chisho-Kyaku	⇌
Shoryu-Kyaku	⇌
Rekku-Rakushin-Ga	⇌
Koten-Seiken-Zuki (During handstand)	
Sanjin-Kyaku (During handstand)	
Kyakuko-Hotan-Raku	⇌
Kubikiri-Nage	⇌
Shorai-Sho	⇌
Izuna-Otoshi (In Kamaitachi)	
Ura-Nage (From the back of opponent)	
Ryusen-Sho (Against a high/middle punch)	
Chiryu-Kobushi-Mai (Against a low punch)	
Shugeki-Kakuto (Against a middle kick)	
Koten-Soei-Shu (During handstand)	
Hayabusa-Geri	
Yoroi-Gari (From the back of opponent)	
Raijin (Low hold, From the back of opponent)	
Toraga-Sodan (To opponent on the ground)	
Koten (During handstand) Directional pad	
Appeal : Rei	⇌
Raishin-Geki	⇌
Nichirin-Kyaku	⇌
Getsurin-Kyaku	⇌
Mizuochi-Geri (While standing)	
Rento-Geki	⇌
Mekki-Nagi-Geri	⇌
Jinpu-Ren-Kyaku	⇌
Ura-Chiso-Kyaku	⇌
Haya-Nagi-Geri	⇌
Haja-Hiza-Geri	⇌
Jinpu-Geki	⇌
Riei-Shusen-Kyaku	⇌
Korin-Kyaku	⇌
Jinpu-Kyaku	⇌
Rakushin-Ga (Showing the back to opponent)	
Koten-Sokuto-Geri (In Koten)	
Juji-Garami	⇌
Rakurai-Sho	⇌
Shiho-Nage	⇌
Kamaitachi (In Shorai-Sho)	
Zanshu-Sen (Low throw)	
Rakuryu-Sho (From the back of opponent)	
Ryusen-To (Against a high/middle kick)	
Chiryu-Ashino-Mai (Against a low kick)	
Soei-Shu	⇌
Gen-Ei	⇌
Gen-Ei-Kai (Low hold)	
Ura-Ikazuchi-Nagi (From the back of opponent)	
Naraku-Zuki (To opponent on the ground)	
Tenchi-Gaeshi	⇌
Urakaze	⇌

RYU HAYABUSA

Nationality: Japanese
 DOB: June 15
 Height/weight: 5'9"/154 LB
 Measurements: 41-32-36
 Fighting Style: Hayabusa Ninjutsu
 Occupation: Antique Shop Owner
 Favorite food: Sushi
 Hobby: Mountain climbing, fishing



Ryu bears the name "Hayabusa" an honor bestowed upon only the most distinguished of Ninja's from the Hayabusa School. His life was a continuous fight until he met his love, Aileen, and found satisfaction and peace. But his thirst for challenge returned when he learned that his best friend's sister, Kasumi, had disappeared.

Shortly thereafter, a dark figure approached and handed Ryu a piece of paper stained red. Then, without a word, the figure slipped away, "Welcome to Dead or Alive – from Fame Douglas" the letter read. Another seduction from the dark, the invitation in his hand beckoned like an old lover. Once again, Ryu slipped into the shadow of darkness.



Fighting 101



An in-depth understanding of the Hold system and Danger Zones along with a balanced fighting technique is essential to winning. Learn to fight by skillfully mastering three distinct categories of hand-to-hand combat: PUNCH, THROW and HOLD. Always keep in mind that punch is superior to throw, throw is superior to hold, and hold is superior to punch.

HOLD SYSTEM

There are two kinds of Holds; a Offensive Hold (OH) and a Defensive Hold (DH).

OFFENSIVE HOLD →

This is best technique to use when you want to aggressively attack the opponent. The main command is → . Depending upon which skill you use, the command will differ. (For details see the character moves lists)



DEFENSIVE HOLD

Use this technique when the opponent aggressively attacks you. By pressing , you can hold your opponent's arm and leg and turn his attack against himself with a throw. All characters share the following commands. Defend against high/mid attacks with the and against low attacks with the crouching . Some characters have additional Defensive Holds moves.



HOLD SYSTEM

OFFENSIVE HOLD

When you want to attack the opponent – depending upon skills → button (High)
 button (Low, etc.)

DEFENSIVE HOLD

When the opponent attacks you – Common for all characters button (High)
 button (Low)

DANGER ZONE SYSTEM

The DANGER ZONE is the surrounding rim of the fighting ring. When an opponent falls into the Danger Zone it will cause an explosion, inflicting massive damage. The opponent will be thrown off balance in the explosion, leaving them vulnerable to consecutive strikes. (Mid-air combos work well to follow-up on opponents knocked into the Danger Zone.)



Succeeded to make Ukemi.
 Get up quickly and strike back!

If you're thrown into the DANGER ZONE you can regain balance by pressing the + + buttons before the explosion begins. This maneuver will put you into the "Ukemi" position and allow you to easily regain your footing; however, you will still incur damage from the explosion.



The opponent loses controll!
 Execute mid-air combos!

BURST MODE

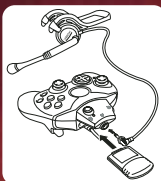
In this mode the entire ring becomes a DANGER ZONE. Activate BURST MODE after you select your character in the character select screen, start the game by pressing RIGHT TRIGGER and LEFT TRIGGER simultaneously. (BURST MODE is not available in Training Mode). The battle will automatically enter BURST MODE in Sudden Death rounds.

DOA ONLINE

To use the DOA Online game option you need to have an Xbox *Live™* account (your account name is commonly referred to as your GAMERTAG) and sign-in to the Xbox *Live™* service by connecting your Xbox® to a broadband internet connection. The rest of this section assumes you have a proper working connection and valid Xbox *Live™* account.

THE XBOX® COMMUNICATOR™ HEADSET

To take full advantage of the DOA Online experience and participate in the Virtual Arcade you will need the Xbox® Communicator™ headset, which is sold as part of Xbox *Live™* packages, or sold separately. Always be respectful of others. Follow the Xbox *Live™* Terms of Use and Codes of Conduct. Keep in mind that you agree to abide by them every time you sign-in to Xbox *Live™*.



LINKING YOUR DOA PROFILE TO YOUR GAMERTAG

If you're signing in for the first time, create a new DOA PROFILE and link it to your Xbox *Live™* account.. (You can link only one Xbox *Live™* account per DOA PROFILE and it uses 14 Blocks of Memory on the hard disk of your Xbox®.) If this is your first time using Xbox *Live™* you will be prompted to set-up an account. Follow the proper steps to create an Xbox *Live™* account and return to this screen.



Online Menu

This is the official login screen to sign-in to Xbox *Live™* and the world of DOA Online. The DOA PROFILE you created will automatically be linked to the Xbox *Live™* account you specified. Confirm your DOA Profile and Xbox *Live™* account (GAMERTAG) to enter DOA Online, the world's first Virtual Arcade created for Dead or Alive, the world's first online 3D fighting game. Get ready to fight! If this is your first time using Xbox *Live™* you will be prompted to set-up an account. Follow the steps to create an Xbox *Live™* account and DOA PROFILE and return to this screen.

Quick Match

The Quick Match feature automatically selects a battle based on optimal conditions for you and the Xbox *Live™* network. Select Quick Match if you can't wait to prove your skills to the rest of the world because you'll be fighting online against other DOA players in seconds.

Optimatch

Are you ready to get the most out of your DOA Online experience? Want to play against other fighters based who share the same skills? You set the parameters and hand-pick the fights you want to enter to increase your World Ranking in Optimatch.

Create Match

Want to organize your own DOA Tournaments? You set the parameters and invite friends and challenge other DOA fans in sessions you design, as a Host, by setting the rules and conditions as you wish. As the Host, you can change the rules in-between fights to keep everyone on top of their game.



MENU
 GAME MODESelects a game mode
 ROUND TIMESets the amount of time for a single round
 MATCH POINTSets the number of rounds one must win to defeat opponent
 LIFE GAUGESets the amount of health
 MAX. GRADESets the maximum grade for participants
 MIN. GRADESets the minimum grade for participants
 MAX. PLAYERSSets the maximum number of participants for a session
 FRIEND SLOTSets the number of slots to be kept for friends
 VOICE CHATSets Voice Chat On/Off
 LANGUAGESets the language for participants
 FLAGSets the flag for session
 SESSION NAMESets the name of session

FRIENDS

This section of DOA Online allows you to see if your friends are online. Send invitations to battle against friends currently online, or messages to friends who are offline. Next time your friends sign-in to the Xbox *Live™* service they'll get your message and be ready to take on the challenge. Up to 100 friends can be registered to your DOA PROFILE.

Knuckle Arrow	↖Ⓢ
Back Chop Hammer	↻ⓈⓈ
Low Spin Knuckle	↻Ⓢ
Jab, High Kick	ⓈⓈ
Machine Gun Rush	ⓈⓈⓈ
Spin Knuckle Combo	⇒ⓈⓈⓈⓈ
Jumping Hip Attack	ⓈⓈⓈⓈ
Kenka Kick	⇒⇒Ⓢ
Shoulder Tackle	↵Ⓢ
Rolling Sobat	ⓈⓈⓈ
Low Sobat Combo	↓ⓈⓈⓈ
Turn Sobat (Showing the back to opponent)	ⓈⓈⓈ
Body Slam	ⓈⓈⓈⓈⓈ
Fisherman's Buster	↵Ⓢ
Flying Major	↵ⓈⓈⓈ
J.O.S. (In Surfboard Stretch)	↑ⓈⓈⓈ
Japanese Ocean Bomb	↻ⓈⓈⓈⓈⓈ (Low throw)
German Suplex Whip (From the back of opponent)	ⓈⓈⓈⓈⓈ
Strike Elbow Pad (Against a high/middle kick)	Ⓢ
Bear's Slap (Against a low kick)	↓Ⓢ
Hammer Throw	⇒Ⓢ
Reverse Wing Lock	↻Ⓢ
Tackle	↵Ⓢ
Knee Bomber (Low hold)	↻Ⓢ
Dragon Suplex (In Full Nelson)	↻ⓈⓈⓈ
Hip Drop (To opponent on the ground)	ⓈⓈ
Moonsault Press (To opponent on the ground)	↑ⓈⓈⓈⓈⓈ
Appeal : Guts Pose	ⓈⓈⓈⓈⓈ
Elbow Smash	↑Ⓢ
Double Hammer	↵Ⓢ
Neck Cut Kick	ⓈⓈ
Machine Gun Middle	ⓈⓈⓈ
Ultimate Combo	⇒⇒ⓈⓈⓈ
Double Uppercut	⇒⇒ⓈⓈ
Vertical Hammer	↵ⓈⓈ
Low Spin Kick	↓ⓈⓈⓈ
Short Range Lariat	⇒ⓈⓈⓈ
Knee Hammer	⇒ⓈⓈⓈ
Double Low Kick	↓ⓈⓈⓈ
Death Valley Bomb	ⓈⓈⓈ
Frankensteiner	↓ⓈⓈⓈ
J.O.Cyclone	↓⇒ⓈⓈⓈ
Surfboard Stretch (In Flying Major)	↵ⓈⓈⓈ
Bass Bomb (Low throw)	↓ⓈⓈⓈ
German Suplex (From the back of opponent)	ⓈⓈⓈⓈ
Strike Elbow Smash (Against a high/middle punch)	ⓈⓈⓈⓈ
Double Slap (Against a low punch)	↓Ⓢ
Dragon Screw (Against a middle kick)	↵Ⓢ
J.O.S. (In Hammer Throw)	↑ⓈⓈⓈ
Rodeo Hold (In Reverse Wing Lock)	Ⓢ
Turn directional pad around	↵Ⓢ
Giant Swing (In Tackle)	↵Ⓢ
Full Nelson (From the back of opponent)	⇒Ⓢ
Knee Smash (Low hold, From the back of opponent)	↻Ⓢ
Elbow Drop (To opponent on the ground)	↵Ⓢ
Rolling Forward	↓⇒ⓈⓈⓈ

TINA

Nationality: American
 DOB: Dec 6
 Height/weight: 5'5"/130 LB
 Measurements: 35-22-35
 Fighting Style: Professional Wrestling
 Occupation: Wrestler
 Favorite food: Seafood
 Hobby: Video games, cycling



Tina entered pro wrestling in High School and has worked her way up to become one of the world's most lethal and feared competitors. Bass Armstrong is Tina's father, trainer, and chief support ... whether Tina likes it or not! Tina almost "threw in the glove" last year until her father stepped in again and convinced her to take on the world. Bass thinks Tina is in the it for the glory of winning the DOA Tournament, but her real aim is to be discovered by Hollywood.



PLAYERS

This is the list of players who have played against you in the sessions you have joined or hosted. The players section lets you evaluate other DOA online players and send friend requests.

Following icons are used for FRIENDS list and PLAYERS list.

- Voice [On]
- Voice [Off]
- Voice through [TV]
- Sent an invitation to this friend
- Received an invitation from this friend
- Online player
- Sent a friend request to this player
- Received a friend request from this player

WORLD RANKING

Only the best fighters get to rise above on the Dead or Alive® World Ranking charts, here is the place to see who is on top of their game and how you rank against other DOA online players across the globe. If you can hone your DOA skills you'll be representing as one of the best fighters on the planet.

ONLINE OPTION MENU

- VOICE MASKING** Select a filter to mask your voice.
- VOICE OUTPUT** Set-up voice output to generate from your TV or headset.
- APPEAR** Designate your DOA PROFILE to appear ONLINE or OFFLINE.
 - You will be recognized as an OFFLINE player by your friends if you are set to OFFLINE.
 - This setting is not saved and must be updated each time you sign-in to DOA Online.

ONLINE GAME MODES

There are 6 different game modes available for online play.

WINNER-STAYS (2 – 8 PLAYERS)

Challenge DOA Online opponents to One-on-One fights. The winner stays to fight the next opponent.

TOURNAMENT (2 – 8 PLAYERS)

Create your own DOA Online Tournaments. Winners advance to the next round until one fighter is declared the Champion. Champions of tournaments are rewarded with points based on the number of participants fighting in the tournament.

TEAM BATTLE (2 – 8 PLAYERS)

Challenge DOA Online opponents in Tag-Team style battles. The winning player's Tag-Team fighters are the Champions.

SURVIVAL (2 – 8 PLAYERS)

Use one life to fight against an onslaught of online opponents until your health is completely depleted. After each battle that you win, some of your health will be restored.

LOSER-STAYS (2 – 8 PLAYERS)

Challenge DOA online opponents to one-on-one fights. The loser stays to fight the next opponent.

KUMITE (2 – 8 PLAYERS)

Kumite is a non-stop brawl in which, win or lose, the Champion continues to fight all challengers until he or she quits.


CHANGE NICKNAME TO GAMERTAG


You can toggle between viewing players Xbox Live™ accounts (GAMERTAGS) and DOA PROFILES by clicking the Right Thumbstick.


POINTS AND GRADE


Your points are cumulative and determine the Grade associated with your DOA PROFILE. You will receive points for every match you win in DOA Online. The number of points differs, depending upon the Level (or Grade) of your opponent and the Game Mode you are playing. Grade represents the level of strength and experience of a player, which will increase when a certain amount of points are earned.


Interrelationship of Characters


Palm Arrow 


Trass Kick 
(While standing)


Javelin Kick 


Spinning Back Knuckle 


Smash 


Head Butt 


Reverse Double Hammer 


Sliding 


Crash Leg Spike 


Rush Leg Spike 


Storm Hook 


Storm Sobat 


Trap Reverse Hammer 


Front Suplex 


Quebradora Congiro 


Ghost Buster 
(Low throw)


Counter Stand Arm Lock 
(Against a high/middle punch)


Counter Arm Lock 
(Against a low punch)


Catching Cross Hold 
(Against a middle kick)


Choke Slam 


Standing Arm Lock 


Dangerous Driver 
(In Standing Neck Lock)


Achilles Hold 
(In Leg Trip)


Side Arm Lock 
(Low hold)


Short Cannon 
(From the back of opponent)


Swing Neck Hold 
(In Sleeper Hold)


Stomping 
(To opponent on the ground)


Smash Hook 


Drop Kick 


Rolling Sobat 


Knee Lift 


Heel Hammer 


Shoulder Tackle 


Leg Spike 


Stomach Break 


Rush Sobat 


Job, High Kick 


Storm Back Knuckle 


Trap Heel Hammer 


Giant Uppercut 


Neck Hanging Tree 


Victor Cross Hold 


Catching Arm Bar 
(From the back of opponent)


Counter Uppercut 
(Against a high/middle kick)


Counter Low Uppercut 
(Against a low kick)


Neck Hold Swing 


Shoulder Breaker 


Standing Neck Lock 
(In Standing Arm Lock)

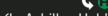
Leg Trip 

Half Boston Crab 
(In Achilles Hold)

Arm Bar 
(In Side Arm Lock)

Sleeper Hold 
(From the back of opponent)

Knee Drop 
(To opponent on the ground)

Appeal : Posing 

BAYMAN

Nationality: Russian
 DOB: Oct 10
 Height/weight: 6'6"/231 LB
 Measurements: 47-38-40
 Fighting Style: Russian Commando
 Occupation: Assassin
 Favorite food: Beef Stew
 Hobby: Collecting fire arms, Chess



Working as a professional assassin, the mercenary Bayman uses his code name, well known in the darker side of the world. As a child Bayman witnessed the assassination of his parents, carried out under martial order. He was later trained by the Russian military in commando-style fighting, and served as a special agent for many years. He is posing as a participant of the Dead or Alive® World Combat Tournament and his true assignment is to find and exterminate Fame Douglas, the notorious leader of DOATEC (Dead or Alive Tournament Executive Committee.)



Hayabusa Style Ninjutsu

Joe Hayabusa Dead

Father & Son



RYU HAYABUSA

Ryu's Lover

Running an antique shop together

Aileen

Investigated in the past

Mysterious Organization

going to beat the wirepuller of the tournament

BAYMAN

going to kill Fame Douglas

needs money to save his granddaughter

GEN FU

Granddaughter

Mie Linn

Japan Lover and regular customer of Ryu's shop

looking for hot battles

LEI FANG

She was once saved by Jann. Secretly longing for him?

JANN LEE

sees Zack as a rival

ZACK

The prize is mine

TINA

aims to be a model

Alicia

married

daughter

died of illness 15 years ago

BASS

tries to prevent Tina from becoming a champion!

takes revenge for her brother

KASUMI

Attacked & crippled by an assassin

Hayate

Close Friend/Rival

AYAME

Brother & Sister

Shiden

Married

Burai

17th Leader

16th Leader

TENJINMON

Father & Sons

RAIDOU

Stole Bass's skill before

Hajinmon

Greater Ninja

Genra

Master & Pupil

Ayane

Chases after Runaway Ninja Kasumi

Mugen Tenshin Style Ninjutsu

TENJINMON

Father & Sons

Burai

17th Leader

Shiden

Married

Ayame

Brother & Sister

Hayate

Attacked & crippled by an assassin

KASUMI

Chases after Runaway Ninja Kasumi

Ayane

Master & Pupil

Genra

Greater Ninja

Hajinmon

Stole Bass's skill before

RAIDOU

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Close Friend/Rival

AYAME

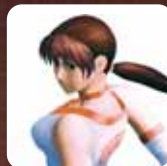
Brother & Sister

Shiden

Married

KASUMI

Nationality: Japanese
 DOB: Feb 23
 Height/weight: 5'5"/106 LB
 Measurements: 34-20-35
 Fighting Style: Mugen Tenshin Ninjitsu
 Favorite food: Strawberry Millefeuille
 Hobby: Fortune telling



Kasumi is torn between her responsibilities and the urge to know the truth. Kasumi's brother, Hayate, was rightful heir to the Mugen Tenshin style and ready to succeed as the 18th leader of the clan ...until one fateful day when an assassin attacked and crippled him. Kasumi's father, Shiden was left bitter and refuses to discuss the details surrounding the attack on Hayate. He ordered Kasumi to succeed her brother's position as the leader of the Mugen Tenshin style.

However, Kasumi secretly left her village, without a leaving a trace, in order to avenge her brother and seek out the truth...



Zensho
 Niki-Kyaku
 Soan
 Shichi-Sun-Ko
 To-To-Ho
 Ren-Chugeki
 Joho-Shichi-Sei
 Fujin-Kyaku
 Honshin-Tanben
 Renkan-Zensho
 Seiryu-Soan
 Renkan-Tai
 Toden-Ko
 Rinei-Hisui
 Takuchu-Haisui
 (From the back of opponent)
 Hosei
 (Against a high/middle kick)
 Kasui
 (Against a low kick)
 Sannei-Hisui
 Choshu-Dakyo
 Ren-Taiko-Chogyo
 (In Taiko-Chogyo)
 Hakkaku-Ryoshi
 (From the back of opponent)
 Teishu-Josei
 (Low hold, From the back of opponent)
 Shinkyaku
 (To opponent on the ground)

Shahi-Chugeki
 Tenshin-Hairen
 Sofu-Kanji
 Kinkei-Dokuritsu
 Tessa
 Hoto-Suisan, Zensho
 Senkyu-Ren-Tai
 Hoko-Kisan
 Renkan-Kinkei-Dokuritsu
 Renkan-Tessa
 Tanben, Senkyu-Ren-Tai
 Renkan-Senkyu
 Noba-Bunso
 Heishin-Sui
 Sairetsu
 (Against a high/middle punch)
 Risei
 (Against a low punch)
 Kaisei
 (Against a middle kick)
 Roshitsu-Yoho
 Taiko-Chogyo
 (In Choshu-Dakyo)
 Kinkei-Dokuritsu
 (Low hold)
 Joho-Ko
 (From the back of opponent)
 Rakuso-Suigeki
 (To opponent on the ground)
 Appeal : "Happy!"

LEI FANG

Nationality: Chinese
 DOB: April 23
 Height/weight: 5'5"/110 LB
 Measurements: 34-21-33
 Lethal Fighting Style: T'ai Chi Quan
 Occupation: Student
 Favorite food: Almond Jelly
 Hobby: Karaoke



Lei Fang is an impulsive, yet determined prodigy of T'ai Chi Quan. Don't let her sweet smile fool you ... she may look like an angel, but she's got a devilish determination to prove her strength. Her confidence was shaken just once. Several years ago Lei Fang was challenged by a gang of street fighters, she was prepared to take them on single-handedly, but a boy wearing a dragon emblem suddenly jumped to her rescue.

If there's one thing she hates, it's someone assuming that she can't handle things on her own. The incident left her determined to find and defeat that boy ... and anyone standing in her way. You'd better keep your eyes on her at all times.



Tenshu	↖↘
Getsurin	↖↘
Hitenjin	↖↘
Ren-Shippu	↖↘↘↘
Renchi-Shu	↖↘↘↘
Renko-Tenshu	↖↘↘↘↘
Renko-Rishu	↖↘↘↘↘
Senko-Tenshu	↖↘↘↘
Senko-Rishu	↖↘↘↘
Shiragiri	↖↘↘
Renten-Kyaku	↖↘
Renchi-Kyaku	↖↘
Jinso-Kyaku	↖↘
Reppu-Kyaku	↖↘↘
Tsumuji	↖↘
Kage-Hayate	↖↘↘
Riei-Shusen-Kyaku	↖↘
Getsuei-Kyaku (Showing the back to opponent)	↖↘
Meido-Mikoshi	↖↘
Oboro	↖↘↘↘
Ura-Tsubame (Low throw)	↖↘↘
Kodama-Ichi-Shiki (Against a high/middle punch)	↖↘
Tsuma-Barai (Against a low punch)	↖↘
Aya-Zakura	↖↘
Ibara-Otoshi (In Kagero)	↖↘
Hien	↖↘↘↘ (In Hien)
Chijin-Zakura (Low hold)	↖↘
Ura-Hien (From the back of opponent)	↖↘↘↘
Kawara-Kudaki (To opponent on the ground)	↖↘
Appeal : Sakura-Matoi	↖↘↘↘↘↘↘↘

Hiryu	↖↘
Futenjin	↖↘
Sen-Renshu	↖↘
Renjin-Shu	↖↘↘↘
Ren-Getsusai	↖↘↘↘
Renko-Chishu	↖↘↘↘↘
Renko-Kyoshu	↖↘↘↘↘
Senko-Chishu	↖↘↘↘
Senko-Kyoshu	↖↘↘↘
Fuga	↖↘
Renjin-Kyaku	↖↘
Muei-To	↖↘
Hien-Shokyaku	↖↘↘↘
Roga	↖↘
Shippu-Kyaku	↖↘↘↘↘↘
Sen-Kasumi	↖↘↘↘
Mugen-To	↖↘↘
Niji-Gake	↖↘
Rogaku-Shu	↖↘↘
Kegon-Enbu	↖↘
Tsubasa-Gari (From the back of opponent)	↖↘
Kodama-Ni-Shiki (Against a high/middle kick)	↖↘
Ryujin (Against a low kick)	↖↘
Kagero	↖↘
Kasumi-Gaeshi	↖↘
Hien-Saka-Otoshi	↖↘
Yume-Sasoi (From the back of opponent)	↖↘↘
Takazume (To opponent on the ground)	↖↘
Uragake	↖↘

JANN LEE

Nationality: Chinese
 DOB: Nov 27
 Height/weight: 5'8"/165 LB
 Measurements: 38-31-36
 Fighting Style: Jeet Kune Do
 Occupation: Body Guard
 Favorite food: Hamburger, Grapefruits
 Hobby: Watching action movies



Jann Lee has never seen the faces of his parents; they died when he was very young and left him an orphan, alone to fend for himself. Soon after, he absorbed himself in the study of Jeet Kune Do. At first he fought to replace the feelings of loss from when his parents died, but eventually Jann fought purely for the sake of fighting.

One day, he heard the rumor of a tournament to honor the strongest fighter in the world. He wondered if he could find what he had been searching for in the tournament. He smiled just for a moment and clenched his fist tightly.



Upper Knuckle ↗Ⓢ
 High Shin-Knee Kick ↖Ⓢ
 Double Upper Kick ↗ⓈⓈ
 Sway Jab ↖Ⓢ
 Sonic Spin Kick Ⓢ⇒ⓈⓈ
 Sonic Uppercut Ⓢ↓ⓈⓈ
 Dragon Rush ⓈⓈⓈⓈ
 Combo Knuckle Uppercut ⓈⓈ⇒Ⓢ
 Body Uppercut ⇒ⓈⓈ
 Flash Spin Kick ⇒⇒ⓈⓈ
 Shin-Knee Kick ⓈⓈⓈ
 Thrust Middle Kick ⓈⓈⓈ⇒Ⓢ
 Middle Spin Kick ⓈⓈⓈ⇒Ⓢ
 Snap Spike Kick ⇒ⓈⓈ←Ⓢ
 Dragon Blow ⓈⓈ
 Dragon Knuckle ↓←Ⓢ
 Dragon Spike ←Ⓢ
 High Spin Kick ⓈⓈⓈ
 Blind Elbow ⓈⓈⓈ
 (Showing the back to opponent)
 Side Buster ⓈⓈⓈⓈⓈ
 Hell Crash ⓈⓈⓈ
 (From the back of opponent)
 Counter Stomp Ⓢ
 (Against a high/middle kick)
 Kao Sao Ⓢ↓
 (Against a low kick)
 Front Face Lock ⇒⇒Ⓢ
 Bulldogging Head Lock ⓈⓈⓈ
 (In Head Lock)
 Rear Counter Knuckle ⇒Ⓢ
 (From the back of opponent)
 Low Sekkan Punch ⓈⓈ
 (Low hold from the back of opponent)
 (To opponent on the ground)
 Enter the Dragon ⓈⓈⓈⓈⓈⓈ
 (To opponent on the ground)
 Appeal : Shout ⓈⓈⓈⓈⓈⓈ

Back Hook ⓈⓈ
 Rear High Kick ⓈⓈ
 Sekkan Chop ⓈⓈ
 Jab, High Kick ⓈⓈ
 Sonic Low Spin Kick Ⓢ⇒ⓈⓈ↓Ⓢ
 Combo Low Spin Kick ⓈⓈ↓ⓈⓈ↓Ⓢ
 Dragon Cannon ⓈⓈⓈⓈ⇒Ⓢ
 Combo High Kick ⓈⓈⓈ
 Body Low Spin Kick ⇒ⓈⓈ↓Ⓢ
 Flash Low Spin Kick ⇒⇒ⓈⓈ↓Ⓢ
 Double Hook Kick ⓈⓈⓈ
 Thrust Spin Kick ⓈⓈⓈ↓Ⓢ
 Snap Spin Kick ⇒ⓈⓈ⇒Ⓢ
 Low Spin Kick ↓ⓈⓈⓈ
 Dragon Elbow ⓈⓈⓈ
 Dragon Kick ⓈⓈⓈ
 Flash Turn ⓈⓈⓈⓈ
 Blind Knuckle ⓈⓈⓈ
 (Showing the back to opponent)
 Hell Drive ⓈⓈⓈ
 Fireman's Carry ⓈⓈ
 Counter Rear Punch Ⓢ
 (Against a high/middle punch)
 Lop Sao Ⓢ↓
 (Against a low punch)
 Counter Knuckle ⇒Ⓢ
 Head Lock ⓈⓈ
 Low Front Face Lock ⓈⓈ
 (Low hold)
 Sekkan Punch ⓈⓈ⇒Ⓢ
 (From the back of opponent)
 Trample ⓈⓈ
 Low Snap Kick ⓈⓈⓈ
 (To opponent on the ground)